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(71) Applicant (for all designated States except US):
PARKER-HANNIFIN CORPORATION [US/US];
6035 Parkland Boulevard, Cleveland, OH 44124 (US).

(72) Inventors; and

(75) Inventors/Applicants (for US only): SCHULZ, Kurt,
S. [US/US]; 9309 Hunters Creek Drive, Cincinnati,

OH 45242 (US). MERANDA, Brent, E. [US/US]; 828
Wingate Drive, Cincinnati, OH 45245 (US). ROZEN-
SON, Alex [US/US]; 5723 Yamasee Drive, Liberty
Township, OH 45011 (US). KOCH, Jerry, F. [US/US];
3107 MacArthur Court, Cincinnati, OH 45211 (US).

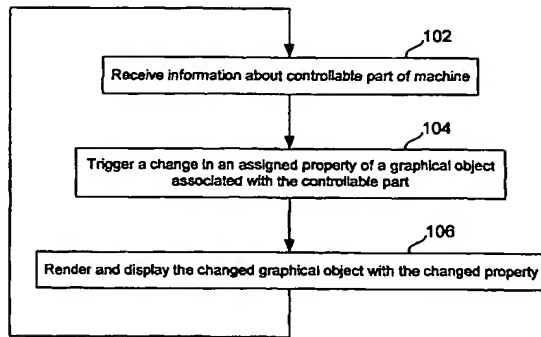
(74) Agents: GALIN, David, M. et al.; Renner, Otto, Bois-
selle & Sklar, LLP, 1621 Euclid Avenue, Nineteenth Floor,
Cleveland, OH 44115 (US).

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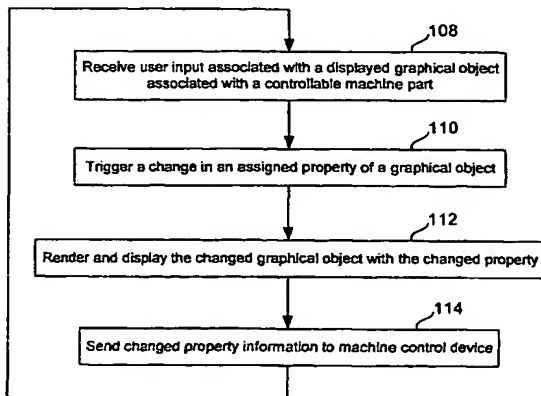
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(54) Title: HUMAN-MACHINE INTERFACE SYSTEM AND METHOD



A



B

(57) Abstract: A system and method for providing a graphical human-machine interface for a machine (202) having controllable parts. The system utilizes client-side graphics rendering for clients (208, 216) in communication over a wide area network (206) to create an interactive interface. The rendered graphical objects are interactive and represent controllable parts of the machine (202) such that the graphical objects change appearance to reflect interaction with the machine (202). Optionally, the system employs server-side graphics rendering for clients (208, 216) in communication via a local area network.